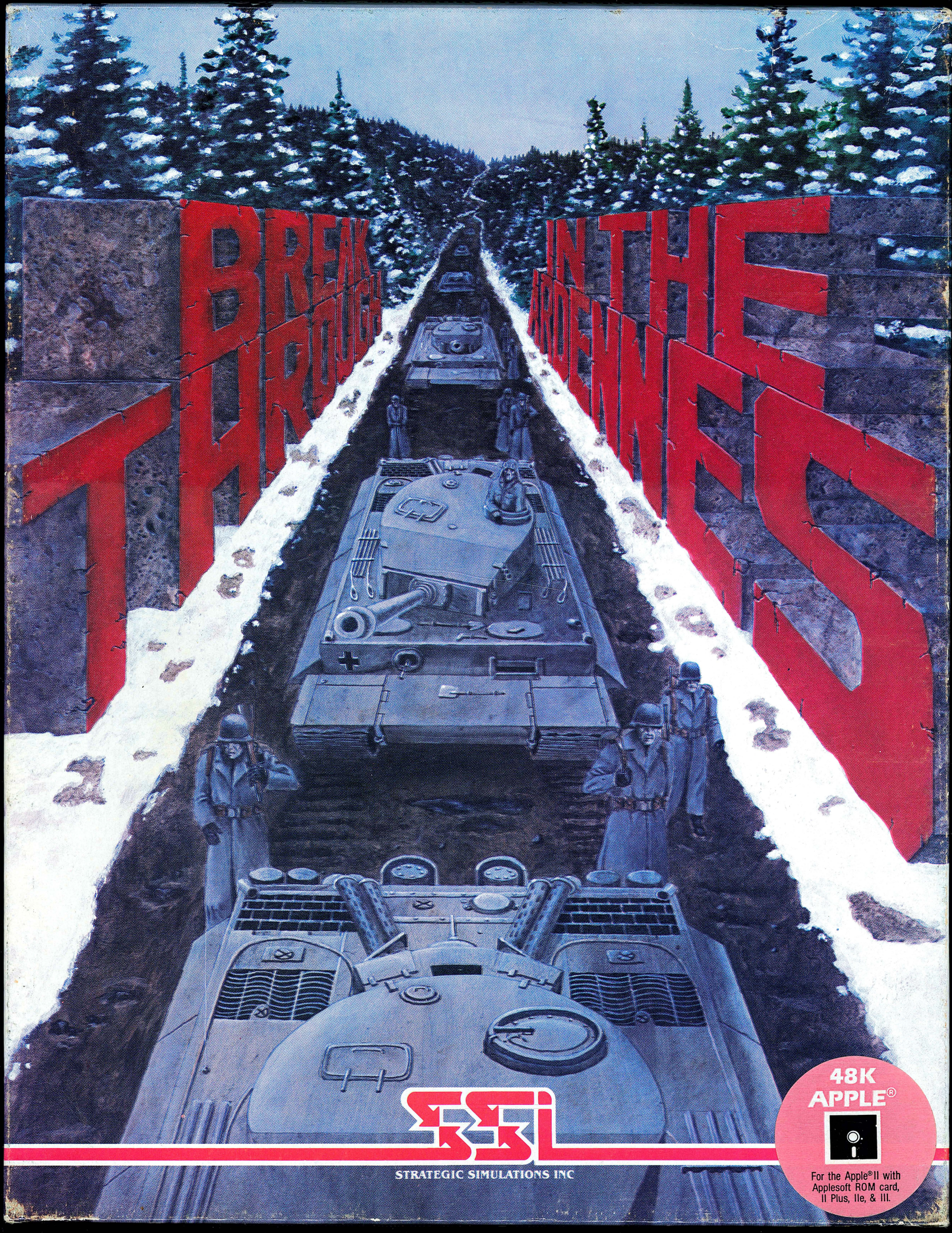
BREAKTHROUGH
IN THE
ARDENNES
SSI
STRATEGIC SIMULATIONS INC
48K
APPLE®
For the Apple®II with
Applesoft ROM card,
II Plus, IIe, & III.

SSI

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BREAKTHROUGH IN THE ARDENNES™

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BREAKTHROUGH IN THE ARDENNES™

BREAKTHROUGH IN THE ARDENNES™ was designed by **David Landrey** and **Chuck Kroegel**.

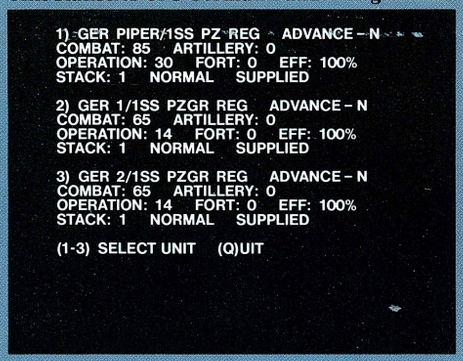
■ **PLAYING TIME: 12 Hours** ■ **ADVANCED LEVEL**

Box Cover Design by LOUIS HSU SAEKOW and WILLIAM CARMAN.

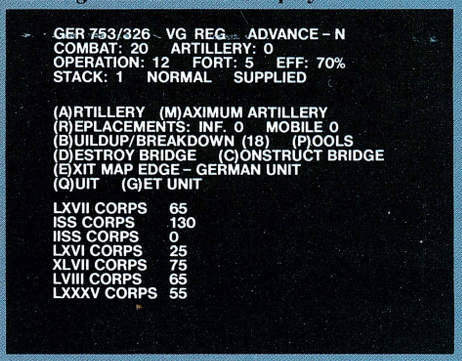
- Battalion/regimental-level game with divisional build-ups and breakdowns possible.
- Each unit rated for combat strength, efficiency, fortification level, stacking value and unit type.
- Three scenarios covering the battle from December 16-27.
- Game play covers allocating air strikes, artillery support and combat. Units enter and leave travel mode and draw supplies on the detailed road network.
- 32 × 31 hexagonal grid map in which each hex represents two miles.
- Two-player and computer-as-American scenarios.

Hi-Res color display of scrolling battlefield

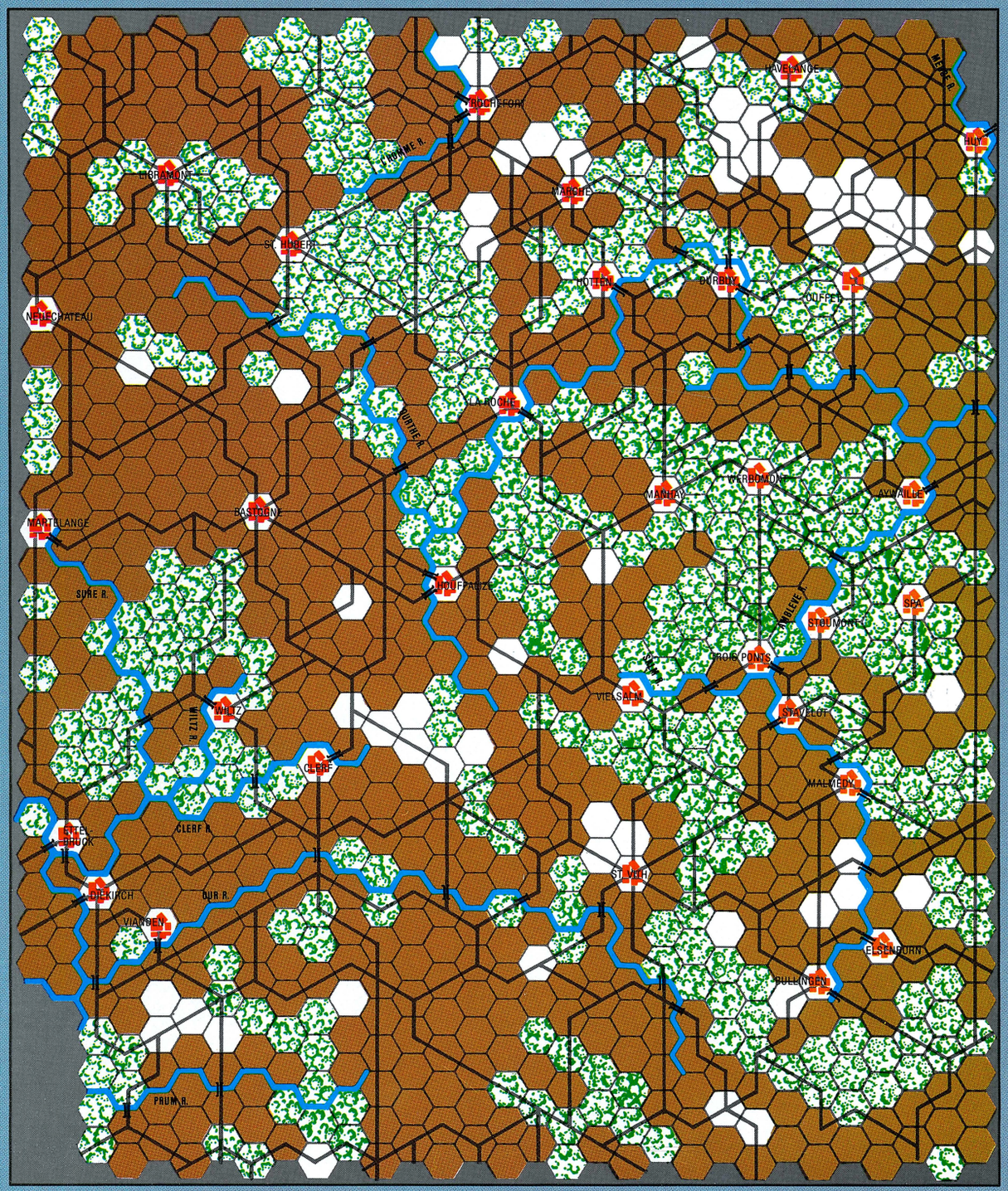
Unit statistics of 3 German Panzer Regiments


1) GER PIPER/1SS PZ REG - ADVANCE - N
COMBAT: 85 ARTILLERY: 0
OPERATION: 30 FORT: 0 EFF: 100%
STACK: 1 NORMAL SUPPLIED
2) GER 1/1SS PZGR REG ADVANCE - N
COMBAT: 65 ARTILLERY: 0
OPERATION: 14 FORT: 0 EFF: 100%
STACK: 1 NORMAL SUPPLIED
3) GER 2/1SS PZGR REG ADVANCE - N
COMBAT: 65 ARTILLERY: 0
OPERATION: 14 FORT: 0 EFF: 100%
STACK: 1 NORMAL SUPPLIED
(1-3) SELECT UNIT (Q)UIT

Unit Organization Phase display



A DETAILED SIMULATION OF THE BATTLE OF THE BULGE



Designed for the avid strategist, BREAKTHROUGH IN THE ARDENNES™ is a detailed regimental/brigade-level simulation of one of the most popular wargame topics: The Battle of the Bulge. Covering the battle in twelve turns, each representing a full day of operations, it possesses exhaustive features and combat rules. Your options and activities include supply, air strikes, allocating corps artillery, building-up and breaking-down regiments and divisions, constructing and destroying bridges, fortifying, changing modes and moving units.

All infantry, engineer, airborne and armored units are historically rated for combat strength, efficiency, fortification level, supply status, mode and artillery support content. Weather, which played such a major role in the real battle, is also incorporated.

The scrolling Hi-Res color map displays the battlefield on a 32x31 hex grid, each representing approximately two miles. The extensive road network of the Ardennes is taken into account.

We've gone to great lengths to set up the actual conditions of this historical conflict. Now is your chance to answer the burning question: "How would the Battle of the Bulge have ended if *I* had been in command?"

In solitaire, the computer directs the American forces.

◄A four-color laminated mapboard showing the entire battlefield is provided to help you play this advanced wargame.

Screen displays shown are from the ATARI®. Displays from other computer(s) may vary.

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